Overleaf

SeaRovers Player Reference Sheet

Phases of a Turn

1. **Reclaim Booty.** Reclaim your supply of booty by turning back over your spent pieces of eight from your last turn.

2. **Draw or Purchase.** During this phase you must draw or purchase one card. You have the following options:
   - Purchase one of the cards from the Purchase Column for a cost of two pieces of eight.
   - Replace the Purchase Column for a cost of five pieces of eight.
    - Then have the option to take a card from the new Purchase Column at no cost, or draw the top card from the Draw Pile.
   - Draw the top card from the Draw Pile.
   - Draw the top card from the Discard Pile.
   - Draw an Attack card from the top of the Attack Pile.
    - Then you have the choice to replace any one of your Attack cards, or you can choose to discard one card from your hand and place it on the bottom of the Attack Pile face-up.

3. **Action.** You can perform any of the following actions multiple times, as your supply of booty permits:
   - Assemble up to Three Vessels.
   - Set Sail and Move Your Vessels.
   - Complete Attacks to Gain Booty.
   - Attack an Opponent’s Vessel.
   - Change Your Haven.
   - Return to Your Haven and Secure Booty.
   - Play Wild, History and Instant Cards.

4. **Upkeep.** Remove any expired Wild cards that have been played on your cards and place them on the Discard Pile.

5. **Discard.** You must discard one card from your hand and place it on the Discard Pile. You also have the option to discard up to two more cards from your hand by paying two pieces of eight for each card.

6. **Refill Hand.** Refill your hand to eight cards. You can either draw the cards from the Draw Pile, or if you have not spent all of your booty for the turn, you have the option to purchase any or all of the cards from the Purchase Column for two pieces of eight each.

7. **Restock Purchase Column.** Restock the Purchase Column to three cards by drawing from the top of the Draw Pile. The Purchase Column is never restocked until the last phase of a player’s turn.

Assembling Vessels

You can assemble up to three vessels. They can be buccaneer or pirate, and in any combination. At no time can you be assembling three vessels at sea. You must be moved to the same type of vessel or captain and follow the other rules for assembling a vessel.

You can burn any of your cards that are on the table, that are not at sea, by placing them on the Discard Pile. This costs nothing and can be done multiple times during the Action Phase of your turn.

You can burn a complete vessel that is at sea, but you cannot burn individual cards from a vessel that is at sea.

**Note:** Neither a crew card nor a great guns card can reside on the table by itself. For example, if a card is removed from the table by a Wild card, and only a crew card is with the captain, the crew must be moved to another captain or vessel, or it must be placed on the Discard Pile.

Moving Vessels

After you have assembled a vessel, you must pay the vessel’s move cost to set sail and move your playing piece. When you pay for a vessel to set sail, it includes payment for moving that turn.

- You can move each of your vessels that are at sea once per turn, as your supply of booty permits. Each turn you move a vessel, you must pay the vessel’s move cost.
- You can move your vessel less than the number of spaces your move roll indicates. If you move a vessel and stop short of your move roll to perform an action, any move spaces left over are lost.
- You cannot stop to perform an action and then move the same vessel again, unless you play a History card stating “move again,” or use the Captain’s Historical Attack Bonus after completing an Attack.
- A vessel can move through the same hex that another vessel is in, including an opponent’s vessel, with no effect or required combat, but no two vessels can ever occupy the same hex.
- You cannot move cards or booty between your vessels at sea.

**Captain’s Historical Vessel Bonus.** If a named vessel is under the command of its historical captain (such as Blackbeard aboard his Warship Queen Anne’s Revenge), you gain one extra space per move (as shown by the *asterisk on the named vessel cards).

Completing Attacks

You can attempt to complete multiple Attacks during the Action Phase of a single turn. Attack battles can have multiple rounds which are resolved consecutively.

- Only buccaneer vessels can attempt to complete buccaneer Attacks, and only pirate vessels can attempt pirate Attacks. Any buccaneer captain can attempt to complete any buccaneer Attack and likewise for pirates. There is a move bonus for captains that complete Attacks they historically participated in (see Captain’s Historical Attack Bonus).
- To attempt to complete an Attack, you must have that Attack card on your Attack Row and move a vessel to the corresponding hex on the gameboard. The attacking player makes an Attack Roll by rolling the number of dice equal to his vessel’s total strength, and an opposing player of his choice, rolls the number of dice equal to the attacking roll card’s strength.

**Note:** Die rolls made when attempting to complete an Attack are not Combat Rolls. Therefore an Instant card that adds to a Combat Roll cannot be used.

- You can choose to withdraw from an Attack battle after any round you lose—and your vessel is not defeated, or that ends in a standoff. If you withdraw, your playing piece remains in its present position. You can also choose to continue the present Attack battle until you win, withdraw or are defeated.
• To complete an Attack you must win one round of battle. When an attack is completed, you receive the Attack’s booty which is then placed aboard your vessel.
• After an Attack is completed, the Attack card is placed on the bottom of the Attack Pile face up. You must then draw a new Attack card from the top of the Attack Pile and place it on your Attack Row. If you fail to complete an Attack, the Attack card remains on your Attack Row.

**Plunder Bonus.** When you complete an Attack, you also may be able to gain a Plunder Bonus which could allow you to upgrade or change your vessel. To gain the Plunder Bonus, you must be able to take the type of card shown at the bottom of the Attack card from one of the three following places:
• The cards in your hand.
• Your cards on the table that are not at sea.
• From the Purchase Column.

If the card is available, you can take it from any of these three places at no cost, and add it to, or replace cards from the vessel that completed the Attack (following the rules for assembling vessels). Any card replaced must be placed on the Discard Pile.

**Captain’s Historical Attack Bonus.** If a captain completes an Attack that he historically participated in, the vessel can immediately move again at no cost. This can be done multiple times during a single turn.

### Attacking an Opponent’s Vessel

During the game you can attack an opponent’s vessel that is at sea with one of your own. Any vessel, buccaneer or pirate, can attack any other vessel. You cannot attack an opponent’s vessel that is on its own Haven card’s hex.

To attack another player’s vessel you must be able to move the number of spaces to reach the same space the defender’s vessel is in. The attacker must then stop one space short in a hex next to the defender.

The defender can attempt to invoke Parley (see below) with the attacker before the battle begins. If a battle ensues, each player makes a Combat Roll and combat rounds are resolved consecutively. If a vessel loses a combat round, it must either take damage or it is defeated (see **Taking Damage** and **Vessel Defeats**).

• A standoff (tie) during a combat round is re-rolled, if a standoff occurs on the re-roll, the defender can choose to evade the attacker or continue the battle (re-rolling again). If he evades, the battle ends leaving both vessels in their present position.
• The defender can choose to evade the attacker if he wins a combat round, but if he chooses to evade, the attacker takes no damage for the round and the battle ends leaving both vessels in their present position.
• The attacker can choose to withdraw from the battle after any combat round he wins, but if he chooses to withdraw, the defender takes no damage for the round and has the choice of continuing the battle thus becoming the attacker, or to also withdraw, ending the battle and leaving both vessels in their present position.

If the attacker wins the battle, the defender’s playing piece is removed from the gameboard and the attacker’s playing piece is moved into the hex it was in.

If the defender wins the battle, the attacker’s playing piece is removed from the gameboard and the defender’s playing piece remains in its present position. The cards that represent the defeated vessel are placed on the Discard Pile.

### Attempt to Invoke Parley

Before any ship-to-ship combat round, the defender may attempt to invoke parley. This means he can try to negotiate with the attacker. If both players decide to parley, only pieces of eight can be exchanged from the defender’s vessel to the attacker’s vessel, in return for safe passage.

### Taking Damage

A vessel engaged in battle with a set of great guns or a crew card aboard, has the ability to take damage when a round of battle is lost. The losing player can remove one of these cards (his choice) and place it on the Discard Pile as the damage from that round.

### Vessel Defeats

If a player’s vessel has only a captain aboard, and it loses a round of battle, the vessel is defeated. The captain and vessel cards are placed on the Discard Pile, and the vessel’s playing piece is removed from the board. Any booty aboard the vessel is returned to the treasury unless the vessel is defeated in player versus player combat as described below:

When a vessel is defeated in player versus player combat, the captain is fatally wounded and the vessel is heavily damaged. The victor can quickly search and loot the defeated vessel’s booty (if any) before it plunges into the sea. To determine how much booty is found, the victor rolls one die. The result is the maximum number of pieces of eight that is plundered.

You cannot take more booty from a vessel than is aboard, and no cards can be taken from a defeated vessel. After the vessel is looted, both the captain and vessel card are placed on the Discard Pile, and the playing piece representing the vessel is removed from the gameboard. Any booty aboard the vessel that was not plundered is returned to the treasury.

### Changing Havens

You can change your Haven at any time, and multiple times during the Action Phase of your turn. To change your Haven, place your existing Haven card on the Discard Pile and replace it with a new Haven card from your hand.

You must pay the card cost of the new Haven card to take it from your hand and place it on the table.

### Securing Booty

When you return a vessel to your Haven with booty aboard, you can secure the booty into your permanent supply. The booty is considered unspent and is immediately usable that same turn. As a result, however (because pirates were known to engage in revelry for days after returning with booty), your vessel, captain and all aboard must be placed on the Discard Pile. There is no exception.

You can move your vessel to your Haven choosing not to secure your booty (if any is aboard), and not lose your vessel. The vessel is still at sea and you cannot upgrade or change it in any way. The only advantage is that it cannot be attacked by another player’s vessel. You can still sail other vessels out of your Haven.

### Wild, History and Instant Cards

Wild and History cards can only be played during the Action phase of your own turn. Instant cards can be played at any time during the game, in any number or combination with certain restrictions.

• To play a Wild card you must pay the card cost.
• A History or Instant card that is played to add to a player’s Attack, Saving, or Combat Roll, must be played before the die roll is made.
• A History card that adds to a vessel’s move can be played before or after the initial move roll is made, but not after a vessel has moved and stopped to perform an action.
• If an Instant card is played between turns, the Instant card and any cards negated by it, are placed beneath the last player’s discard on the Discard Pile.